

DRAWINGS

Figure #1 is a diagrammatic illustration of the game processor with the additional external processor used in a game apparatus.

Figure #2 is a block diagram of an external processor used in a game apparatus.

Figure #3 is a flow diagram illustrating a process present in a first version of a program as submitted.

Figure #4 is a flow diagram illustrating a process present in a second version of the program submitted.

Figure #5 is a diagram illustrating the layout of the physical component of the standalone, non-integrated electronic redemption bingo machine.

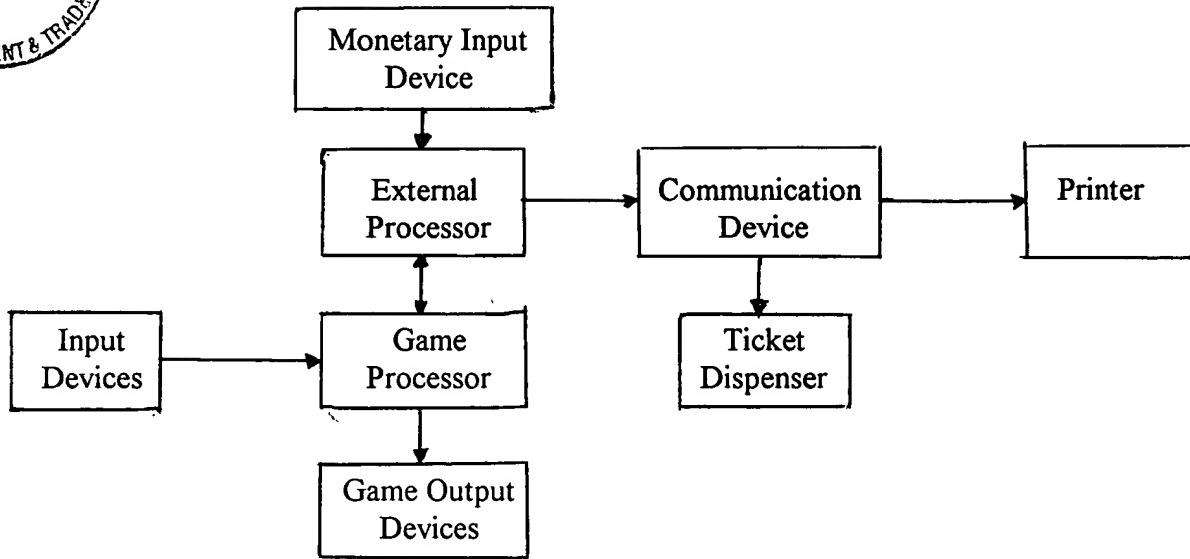
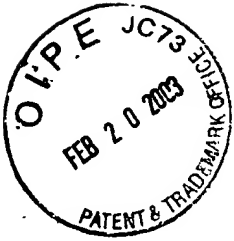
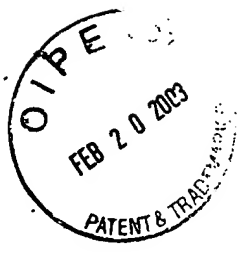


Figure #
1



*Figure
#2*

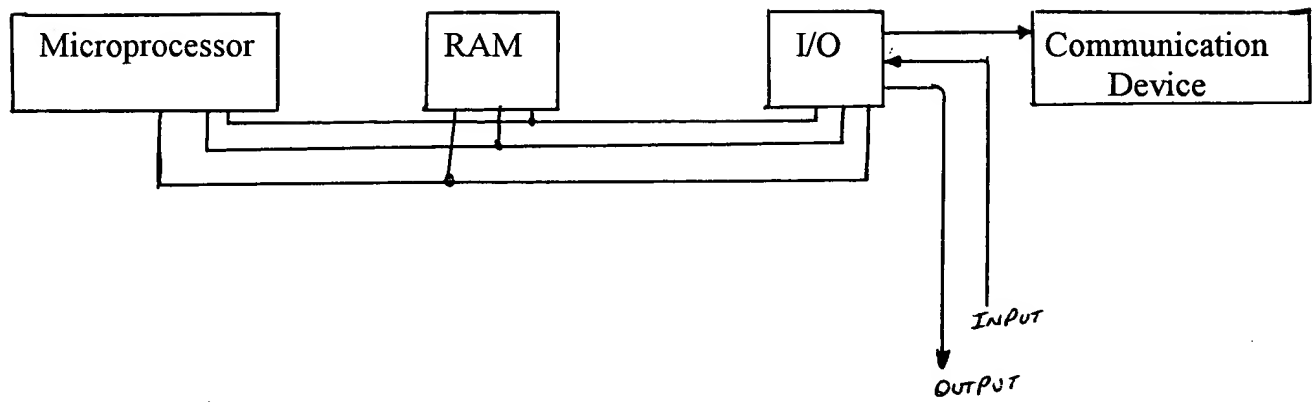
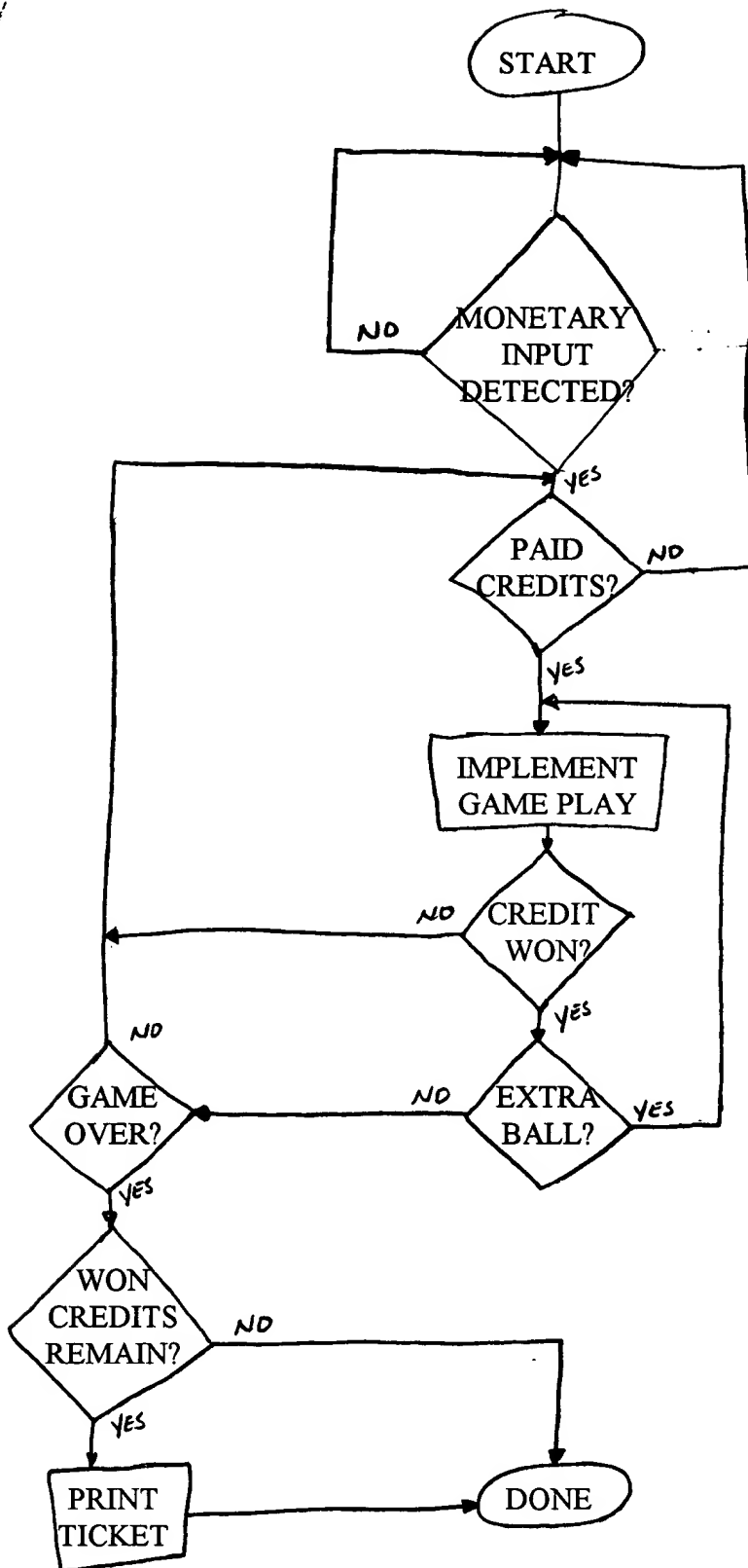


FIGURE # 3



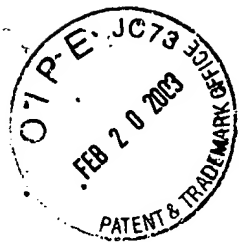


FIGURE #4

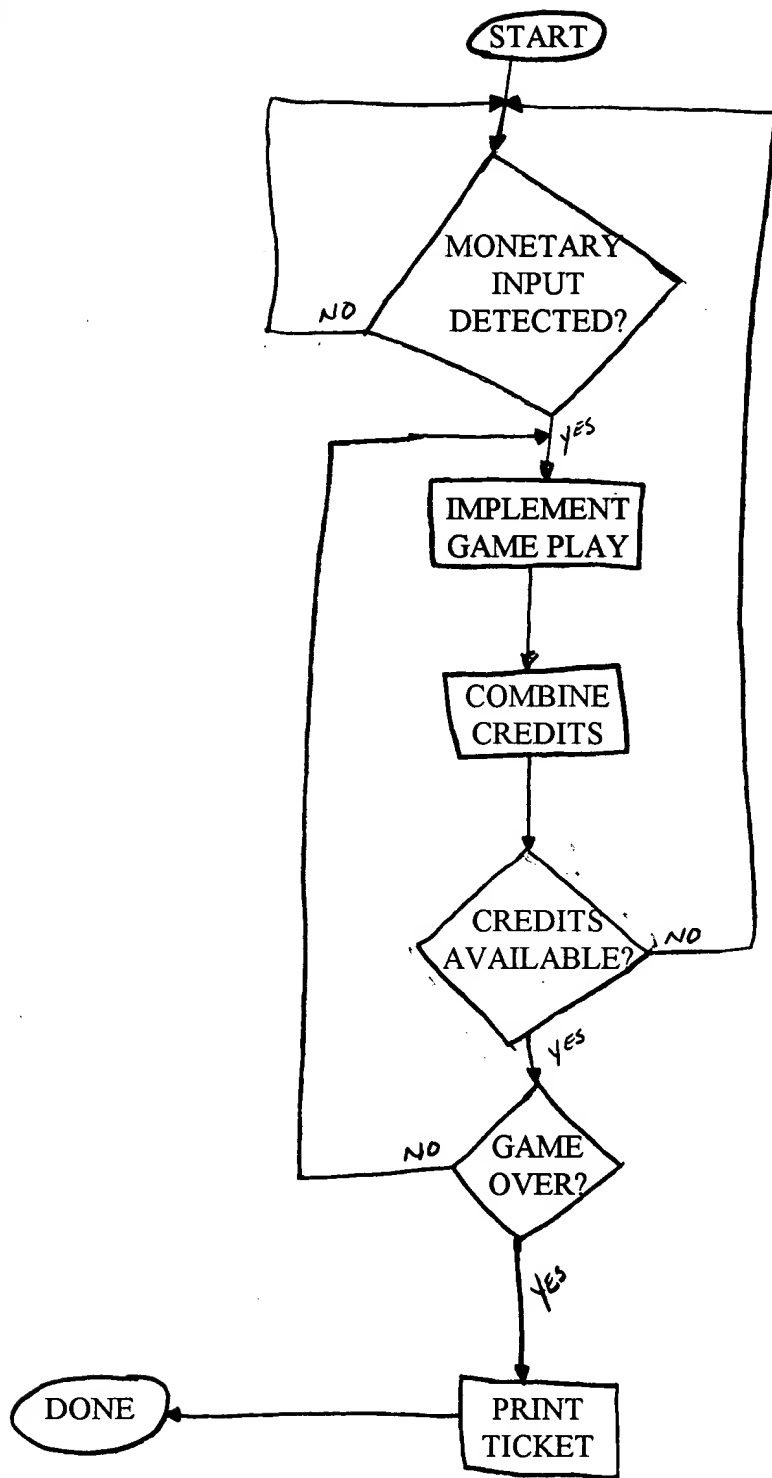




FIGURE #5

TYPICAL WORDS FOR BINGO

